

Credits

From RibTools

Authors

RibTools is currently maintained and developed by Davide Pasca.

Comments and suggestions are always welcome at: **davide** <at> **ribtools.com**

Personal sites

- Main site -- <http://kazzuya.com> (<http://kazzuya.com/>)
- Personal Blog -- <http://v5.kazzuya.com> (<http://v5.kazzuya.com/>)
- Clubbing is good too ! -- <http://tokyoclubbers.com> (<http://tokyoclubbers.com/>)

Additional Credits

RibTools includes code from the following libraries:

- JPEG library (<http://www.iijg.org/>)
- freeglut (<http://freeglut.sourceforge.net/>)
- The Killeroo model is Copyright of Headus (<http://www.headus.com.au/>) and used with permission.
- The "Sponza Atrium (<http://hdri.cgtechniques.com/~sponza/files/>) " model is originally from Marko Dabrovic. The RIB version was taken from the lucille renderer (<http://lucille.sourceforge.net/>) distribution and modified as needed.
- Most of the included RIB files are old samples that I found included in the RenSH (<http://www.dctsystems.co.uk/RenderMan/rensh.html>) project.
- Other sample scene files were found on the Internet and are assumed to be freely redistributable. For any issues in that regard, please contact me personally and I'll be happy to give due credit or remove whatever eventual material 8)
- The RenderMan (R) Interface Procedures and RIB Protocol are: Copyright 1988, 1989, Pixar. All rights reserved. RenderMan (R) is a registered trademark of Pixar.

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